

D&D BEYOND

Elrian

CHARACTER NAME

Paladin 5
CLASS & LEVEL

Wood Elf
RACE

Sage
BACKGROUND

Christian Seiler
PLAYER NAME

(Milestone)
EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

+2

15

CONSTITUTION

+0

10

INTELLIGENCE

+1

13

WISDOM

+0

10

CHARISMA

+2

14

- +2 Strength
- +2 Dexterity
- +0 Constitution
- +1 Intelligence
- +3 Wisdom
- +5 Charisma

Saving Throw Modifiers
Advantage against being charmed, and magic can't put you to sleep

SAVING THROWS

- +2 Acrobatics DEX
- +0 Animal Handling WIS
- +4 Arcana INT
- +2 Athletics STR
- +2 Deception CHA
- +4 History INT
- +3 Insight WIS
- +2 Intimidation CHA
- +1 Investigation INT
- +3 Medicine WIS
- +1 Nature INT
- +3 Perception WIS
- +2 Performance CHA
- +2 Persuasion CHA
- +1 Religion INT
- +2 Sleight of Hand DEX
- +2 Stealth DEX
- +0 Survival WIS
- _____
- _____
- _____

SKILLS

+2

INITIATIVE

ARMOR

18

CLASS

Immunities - Disease

DEFENSES

INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

35 ft. (Walking)

SPEED

Max HP Current HP Temp HP

34

--

HIT POINTS

Total 5d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== LANGUAGES ===

Common, Draconic, Dwarvish, Elvish

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Channel Divinity • 1 / Short Rest

Your oath allows you to channel divine energy to fuel magical effects. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws (DC 13).

Divine Sense • 3 / Long Rest

As an action, you can detect good and evil. Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, undead within 60 ft. that is not behind total cover. You can use this feature 3 times per long rest.

Lay on Hands Pool • 25 / Long Rest

You have a pool of healing power that can restore 25 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralize a poison affecting the creature.

=== REACTIONS ===

Protection

ACTIONS

13

PASSIVE WISDOM (PERCEPTION)

13

PASSIVE WISDOM (INSIGHT)

11

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+5	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Greatsword	+5	2d6+2 Slashing	Martial, Heavy, Two-Handed
Unarmed Strike	+5	3 Bludgeoning	

WEAPON ATTACKS & CANTRIPS



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EXPERIENCE POINTS

=== PALADIN FEATURES ===

* Hit Points • PHB 84

* Proficiencies • PHB 84

* Divine Sense • PHB 84

As an action, you can detect good and evil. Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, undead within 60 ft. that is not behind total cover. You can use this feature 3 times per long rest.

13 / Long Rest • 1 Action

* Lay on Hands • PHB 84

You have a pool of healing power that can restore 25 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralize a poison affecting the creature.

1 Lay on Hands Pool: 25 / Long Rest • 1 Action

* Fighting Style • PHB 84

You adopt a style of fighting as your specialty.

1 Protection • PHB

While wielding a shield and a creature you can see attacks a target other than you within 5 ft., you can use your reaction to impose disadvantage on the attack roll.

1 Reaction

* Spellcasting • PHB 84

You can cast prepared paladin spells using CHA as your spellcasting modifier (Spell DC 13, Spell Attack +5). You can use a holy symbol as a spellcasting focus.

* Divine Smite • PHB 85

When you hit with a melee weapon attack, you can expend one spell slot to deal 2d8 extra radiant damage to the target plus 1d8 for each spell level higher than 1st (max 5d8) and plus 1d8 against undead or fiends (max 6d8 total).

1 Special

* Divine Health • PHB 85

You are immune to disease.

* Sacred Oath • PHB 85

1 Oath of Devotion

1 Channel Divinity: 1 / Short Rest • 1 Action

* Channel Divinity • PHB 86

You gain two Channel Divinity options:

Sacred Weapon - As an action you can imbue a weapon with positive energy. For 1 minute, the weapon is considered magical, you add +2 to attack rolls, it emits bright light for 20 ft. and dim light for 20 ft beyond that. You can end the effect as part of any other action, if you are no longer holding the weapon, or if you fall unconscious.

Turn the Unholy - As an action, you can censure fiends and undead. Each fiend or undead that can see or hear you within 30 ft. must make a WIS saving throw (DC 13). On failure, it is turned for 1 minute or until it takes damage.

1 Channel Divinity: Sacred Weapon: 1 Action

1 Channel Divinity: Turn the Unholy: 1 Action

* Oath Spells • PHB 86

You gain oath spells based on your level that are always prepared and don't count against your daily number of prepared spells.

* Ability Score Improvement • PHB 85

* Extra Attack • PHB 85

You can attack twice, instead of once, whenever you take the Attack action on your turn.

1 Special

=== WOOD ELF RACIAL TRAITS ===

* Darkvision • PHB 23

You can see in darkness (shades of gray) up to 60 ft.

* Keen Senses • PHB 23

You have proficiency in the Perception skill.

* Fey Ancestry • PHB 23

You have advantage on saves against being charmed, and magic can't put you to sleep.

* Trance • PHB 23

You don't need to sleep, but meditate semiconsciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

* Elf Weapon Training • PHB 24

You have proficiency with the longsword, shortsword, shortbow, and longbow.

* Fleet of Foot • PHB 24

Your base walking speed increases to 35 feet.

* Mask of the Wild • PHB 24

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	Shield	1	6 lb.		
SP	0	Chain Mail	1	55 lb.		
		Dagger	1	1 lb.		
		Greatsword	1	6 lb.		
EP	0	Ink (1 ounce bottle)	1	--		
		Backpack	1	5 lb.		
GP	10	Bedroll	1	7 lb.		
		Clothes, Common	1	3 lb.		
PP	0	Mess Kit	1	1 lb.		
		Rations (1 day)	10	20 lb.		
WEIGHT CARRIED	130 lb.	Rope, Hempen (50 feet)	1	10 lb.		
ENCUMBERED	225 lb.	Tinderbox	1	1 lb.		
		Torch	10	10 lb.		
PUSH/DRAG/LIFT	450 lb.	Waterskin	1	5 lb.		
		Small Knife	1	--		

EQUIPMENT



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Sage

BACKGROUND

Christian Seiler

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

You can attempt to hide even when you are only lightly obscured.

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



Elrian

CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good				
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

There's nothing I like more than a good mystery. I've read every book in the world's greatest libraries—or I like to boast

PERSONALITY TRAITS

Knowledge. The path to power and self-improvement is through knowledge. (Neutral)

IDEALS

It is my duty to protect my students.

BONDS

I overlook obvious solutions in favor of complicated ones.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

D&D BEYOND

Paladin

SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== 1st LEVEL ===		4 Slots OOOO							
O	Bless <C>	Paladin	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
O	Command	Paladin	WIS 13	1A	60 ft.	V	1 round	PHB 223	D: 1Rnd, V
O	Cure Wounds	Paladin	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O	Detect Evil and Good <C>	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Detect Magic <C>	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Detect Poison and Disease <C>	Paladin	--	1A	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S/M
O	Divine Favor <C>	Paladin	--	1BA	Self	V,S	Concentration, up to 1 minute	PHB 234	D: 1m, V/S
O	Heroism <C>	Paladin	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 250	D: 1m, V/S
O	Purify Food and Drink	Paladin	--	1A	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
O	Shield of Faith <C>	Paladin	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M
P	Protection from Evil and Good <C>	Paladin (Always Prepared)	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
P	Sanctuary	Paladin (Always Prepared)	WIS 13	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
=== 2nd LEVEL ===		2 Slots OO							
O	Aid	Paladin	--	1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Find Steed	Paladin	--	10m	30 ft.	V,S	Instantaneous	PHB 240	V/S
O	Locate Object <C>	Paladin	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
O	Magic Weapon <C>	Paladin	--	1BA	Touch	V,S	Concentration, up to 1 hour	PHB 257	D: 1h, V/S
O	Protection from Poison	Paladin	--	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
O	Branding Smite <C>	Paladin	--	1BA	Self	V	Concentration, up to 1 minute	PHB 219	D: 1m, V
P	Lesser Restoration	Paladin (Always Prepared)	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
P	Zone of Truth	Paladin (Always Prepared)	CHA 13	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB 289	D: 10m, 15 ft. Sphere, V/S

SPELLS